
Subject: Getting nice printed output
Posted by [nospam](#) on Fri, 14 Nov 1997 08:00:00 GMT
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I have an IDL 5 program that uses polyline objects to draw orbits of bodies in the solar system. Typically, I have a dozen or so objects, and each one has 120 vertices. This produces great output on the screen, but I'm having quite a bit of trouble getting decent printed copy. I can use `IDLgrWindow::Read()` and `write_jpeg` to get mediocre output, but I'd like to do better. When I use an `IDLgrPrinter` object and produce postscript output, the resulting ps file is about 15 megs. The printers and programs like powerpoint die trying to do anything with it. Any ideas?

scott

--

Scott Stuart
stuart at ll mit edu

Subject: Re: Getting nice printed output
Posted by [davidf](#) on Fri, 14 Nov 1997 08:00:00 GMT
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Joseph Scott Stuart writes:

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> with it. Any ideas?

I got a brand new printer today, having been thinking for awhile that my printer problems were related to my extremely reliable, but hopelessly outdated Apple Personal Laserwriter.

This one has 36 MBytes of RAM, and is fast, fast, fast.

Imagine my surprise, then, when I tried to print out a simple little object graphics program as the first "test case". I waited for about 5 minutes before windows started to shut down, my virtual memory was overflowing, and I started getting cryptic error messages from IDL. I finally had to leave to go get the kids. I never did get anything out of the damn

printer.

Frankly, I've just about given up on the PRINTER device. :-(

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Subject: Re: Getting nice printed output
Posted by [Liam Gumley](#) on Fri, 14 Nov 1997 08:00:00 GMT
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> and produce postscript output, the resulting ps file is about 15 megs.
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> with it. Any ideas?

I don't know a darn thing about object graphics, but in direct graphics you could try creating a large pixmap window (say 2000x2000 pixels), drawing your graphic elements in the pixmap, and saving it as a GIF/JPEG.

Or else you could wait for IDL 5.0.3 (any day now) which might fix the large Postscript file problem.

Cheers,
Liam.
